TECMO | 100% GAMES

tokobot PLUS

Mysteries of the KARAKURI

EVERYONE

E

CONTENT RATED BY ESRB

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Thank you for purchasing "Tokobot Plus" for PlayStation®2. In order to get the most out of the game, please read this instruction manual thoroughly before playing. **Tokobot Plus requires a Memory Card (8MB) (for PlayStation®2) (sold separately) to save game settings and progress. Please do not remove memory card (8MB) (for PlayStation®2), controller, or reset/switch off the console while saving or loading.**

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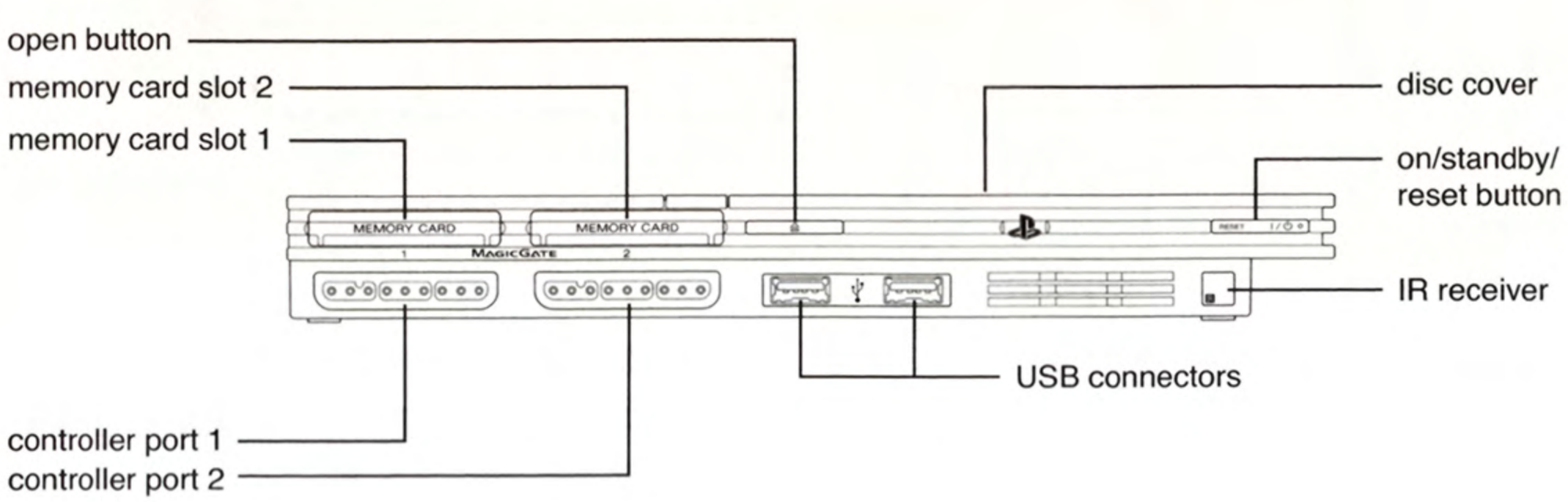
Disclaimer:
We strive everyday to deliver our customer the most exciting and reliable experience and continually improve the quality of our products. Therefore, depending on the date of your purchase, the game screens in this manual may differ from those of the actual game.

Getting Started



Set up your PlayStation(R)2 computer entertainment system according to the instructions supplied with your system. Check that the system is turned on (the on/standby indicator is green). Press the OPEN button to open the disc cover. Place the Tokobot Plus: Mysteries of the Karakuri disc with the label side facing up in the disc holder, and then close the disc cover. Attach game controllers and other peripherals as appropriate. Follow the on-screen instructions and refer to this manual for information on using the software.

Memory Card (8MB)(for PlayStation®2)

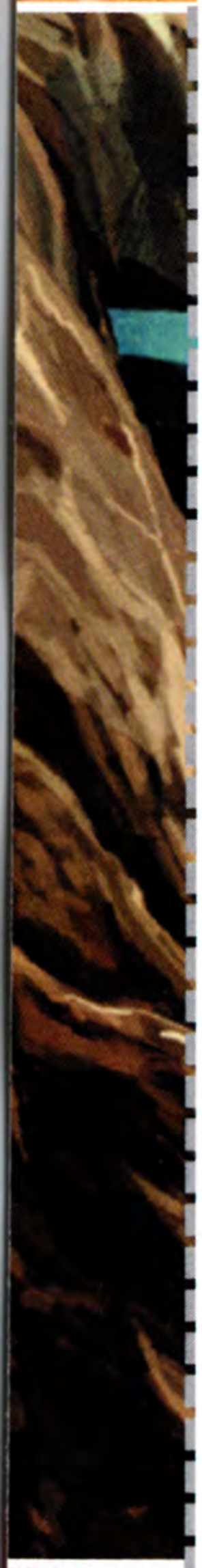
To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

Starting Up

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button
L1 button
directional buttons
left analog stick (L3 button when pushed down)
SELECT button
ANALOG mode button
START button
right analog stick (R3 button when pushed down)
R2 button
R1 button
△ button
○ button
× button
□ button

Prologue



Long before even the ancient civilization existed, in a time known by archaeologists as Prehistoric, Moritari was home to a civilization that possessed extremely sophisticated technology. However, that thriving culture was lost during the course of a single night. Without anyone left to inherit it, their fantastic technology vanished as well.

Tens of thousands of years have passed since then. The once proud cities of the ancients have crumbled into desolate ruins. Eventually, upon these ancient, crumbling ruins, a new civilization was born. Although it paled in comparison to the culture of the ancients, it produced a new technology based upon steam and gears and gave rise to a thriving population.

Within this civilization were adventurers who protected the Prehistoric ruins from evildoers, and sought to solve the mysteries of the ancients.

They were called Treasure Masters.

In one particular kingdom, Canewood's Lab was home to many Treasure Masters. In this laboratory, there was a young boy who sought to become a Treasure Master. His name was Bolt.

One day he met a small robot called a Tokobot, sleeping among the ruins and his destiny took a sudden and dramatic change of direction...

The Journey Begins

You assume the role of Bolt, an apprentice Treasure Master at a laboratory, and set off to investigate Prehistoric ruins with the help of the mysterious Tokobots.

Mr. Canewood's Lab

A research institute founded personally by Mr. Canewood, the minister of the kingdom. A variety of excavation investigations are conducted here, such as performing research on Prehistoric civilizations and sending Treasure Masters to explore ancient ruins. Bolt will travel to ruins across the world from this laboratory.

Ruins

There are numerous gigantic ruins found throughout the world. Within these ruins, various traps have been set to keep out intruders. There are said to be countless undiscoverd treasures hidden within the ruins and finding them is one of the duties of a Treasure Master.

Controls

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

START button

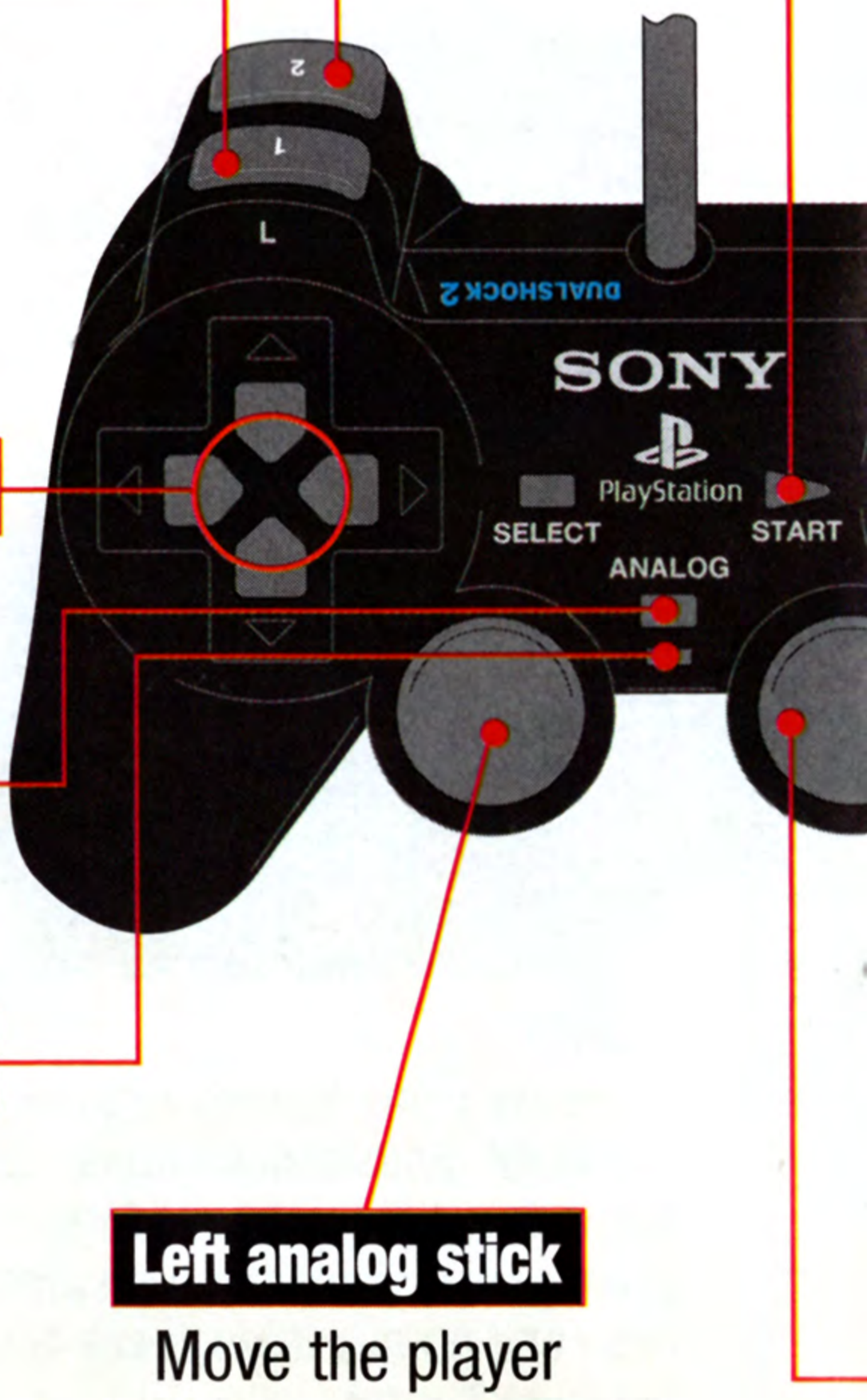
Pause & Menu/Skip event movies

L2 button

Camera will center behind the player.
Hold down > First-Person

L1 button

Check, press, pull, lift



Directional buttons

Menu selection

ANALOG mode button

ON

Mode indicator ON

Red

Left analog stick

Move the player

* This game is made to be used only with the analog controller (DUALSHOCK®2) or the analog controller (DUALSHOCK®). It will only respond to controllers plugged into the controller port 1.
* You cannot turn the ANALOG mode button ON or OFF. It will always be in analog mode (mode indicator: red).
* You can turn the vibration function ON or OFF in the Options menu.

R2 button

OverDrive

R1 button

Jointing

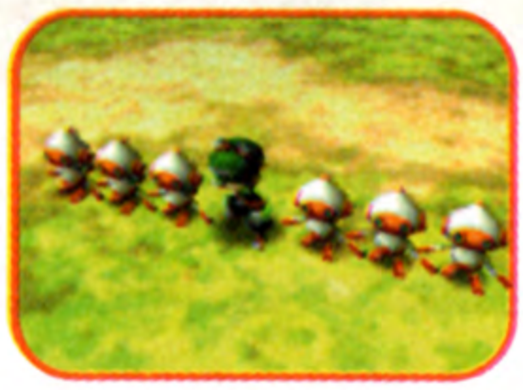
Press > Jointing

Release > Disassemble Joint

Hold down to have Tokobots assemble.

△ button

U Formation/
Cancel



○ button

Circle
Formation

□ button

V Formation

× button

Jump/Select

Right analog stick

Camera Controls

Press left or right > Rotate Camera

Pull up/down -> Look up/Look down

Press R3 once -> Camera Change (Far/Near)

Start the Game

After setting the game disc in the PlayStation®2 console, the Title Screen will appear after a short time.

Pressing the START button at the Title Screen will display the menu. Use the left analog stick (or the directional buttons) to choose a selection, then decide with the ⊗ button.

New Game

Begin the game from the beginning. Please choose this when playing the game for the first time.

Load Game

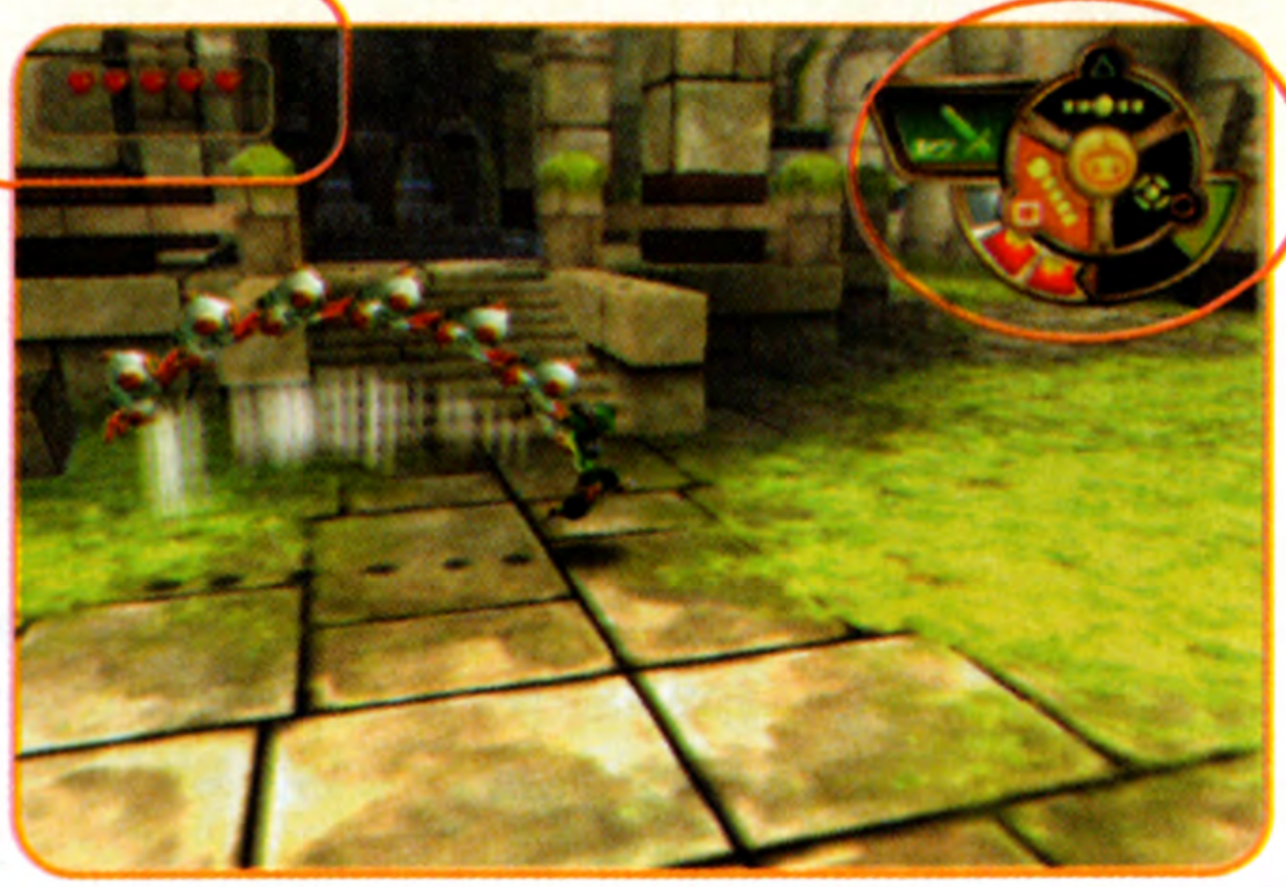
You can choose to continue a previously saved game if there is game data saved on the memory card (8MB) (for PlayStation®2).

For a more detailed explanation of game data, please see "Saving and Quitting" (P. 21).

Game Screens

The Player's HP

The player's HP goes down when you take damage, and the game will be over should it reach 0. You can recover it with items.



Equipped OverDrive

The currently equipped Battle Type OverDrive.

* You do not have an OverDrive equipped at the beginning of the game.

Tokobot Information Display

Displays the current formation and the Tokobots' condition.

Normal

Assembled

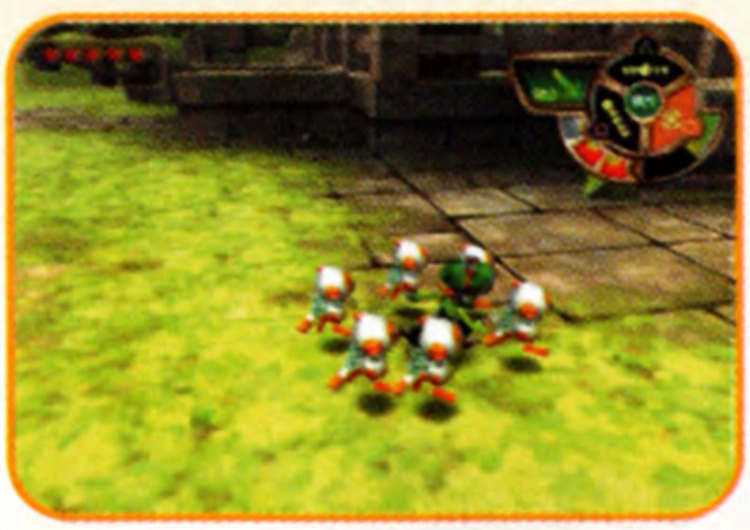
Call Back & Complete Joint

OverDrive Gauge/Energy Stock

Displays the Energy required to use Battle Type OverDrives.

How to Play

Basic Controls



Movement

left analog stick

You will move in the same direction that you press on the left analog stick.

Jump

⊗ button

You will jump by pressing the ⊗ button.
You can move slightly in midair while jumping by pressing the left analog stick.

Tokobot's compliance

The Tokobots will follow the Player on their own, but they will also lag behind the player slightly.
If you use the different formations well, you can skillfully guide the Tokobots.

Group Controls

Formation Change

○ △ □ buttons

Pressing any one of the ○ △ □ buttons will line up the Tokobots in a Formation set to those buttons.

Also, pressing any one of the ○ △ □ buttons during an action will make the Tokobots take on that formation soon after the action completes.

U Formation

△ button

Line up on both sides of the player.

Circle Formation

○ button

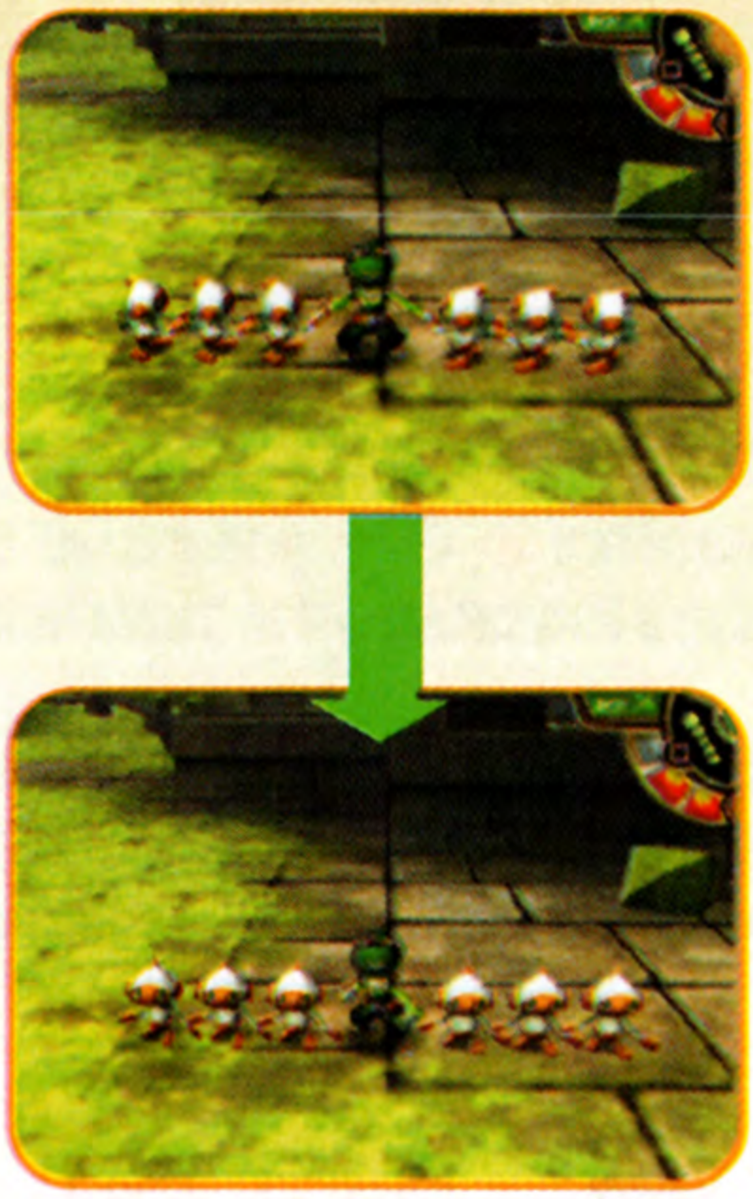
Surrounds the player.

V Formation

□ button

Line up in a vertical line behind the player.

Your choice of formation will become the basic controls for performing Jointing (P. 13).



Joint

Hold down the R1 button

The Tokobots will Joint in that formation state. (A state where Bolt and the Tokobots are connected) You will Joint as long as you hold down the R1 button, and Disassemble upon letting the R1 button go.

Tokobot Assembly

Hold down the R1 button for a set time

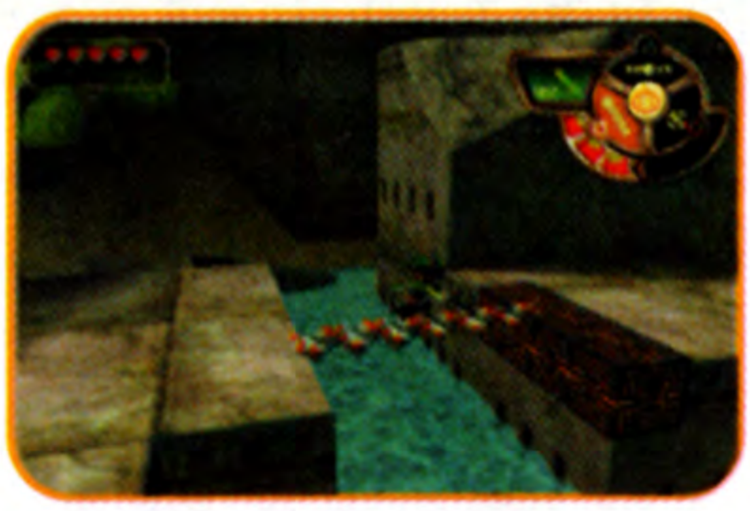
Holding down the R1 button for an extended length of time while in any formation will call any stray Tokobots together. Tokobot Assembly takes a small amount of time to perform.

Jointing

Toko-Attack

Hold down the ▢ button while Jointing in V Formation

Powerful for attacking enemies in high and far places, it can also be used to make bridges and ladders.
Furthermore, jumping (✕ button) while Jointing and pressing the ▢ button will let you use the Jumping Toko-Attack.



Toko-Screw

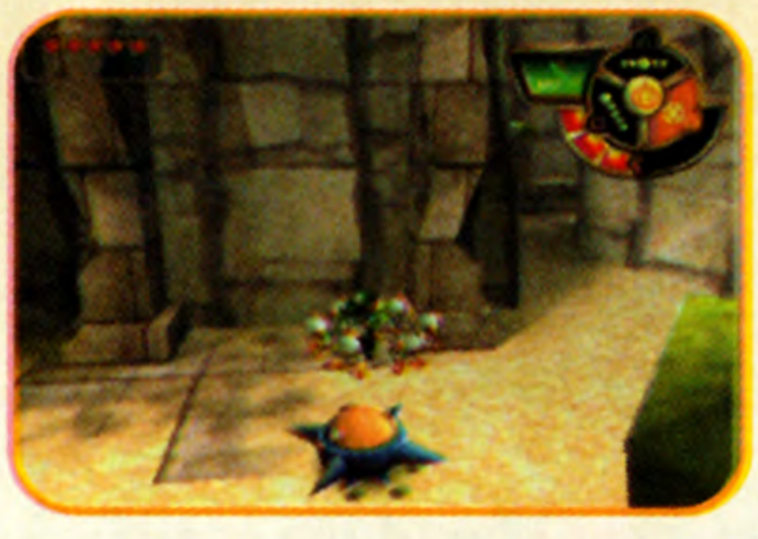
U Formation + the △ button rapid-fire

This move can spin gears found on the ground and attack enemies around you in a wide radius. Also, by Installing (P. 20) new abilities into the Tokobots this move will also let you jump long distances.

Toko-Glider

The ✕ button, Jump, and the △ button rapidly while in a Toko-Screw.

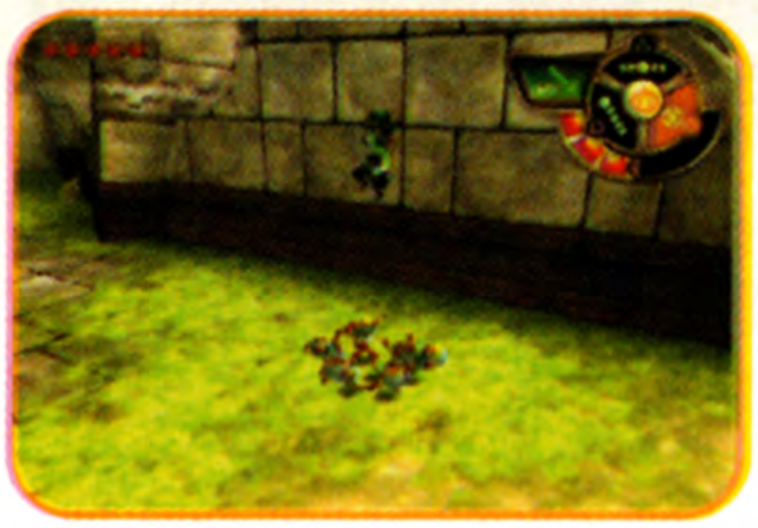
The Toko-Screw is only effective once its rotation speed has reached a certain level. Be sure to rev it up well before using it.



Toko-Stomp

Jump and press the ○ button while Jointed in the Circle Formation

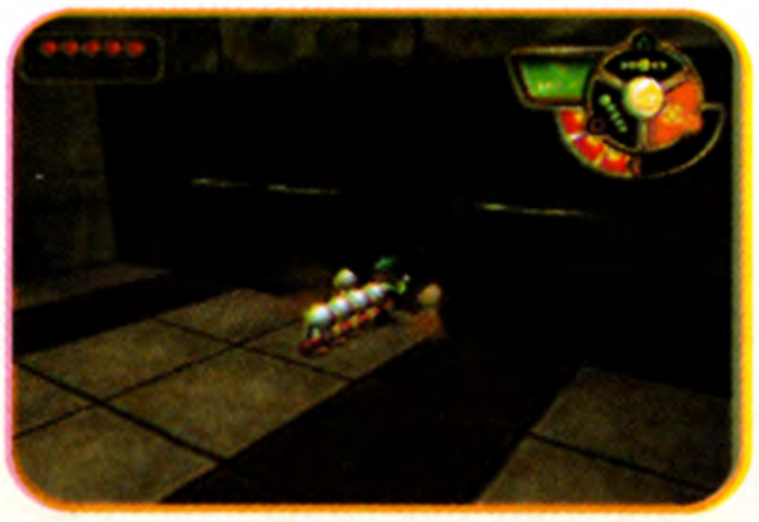
This move will let you stomp on enemies and press large buttons found inside ruins.



Toko-Jump

Joint in Circle Formation and press the ○ button

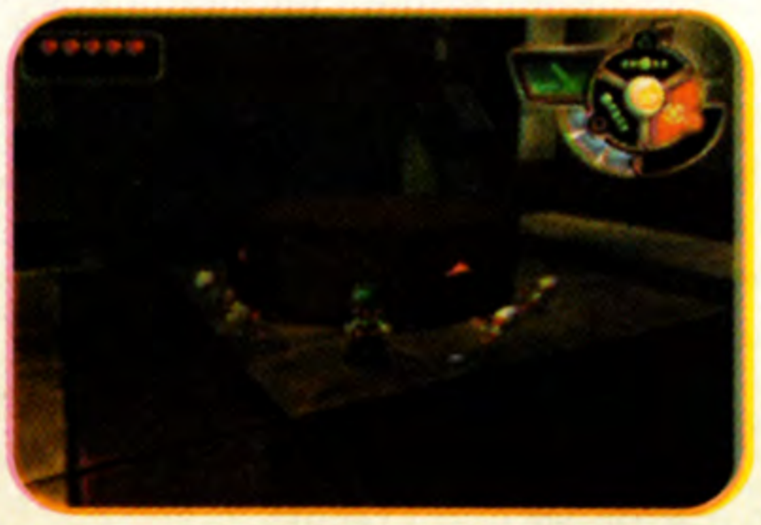
Installing a new ability in the Tokobots will allow you to use the Toko-Jump as an add-on to the Circle Formation. Use the Toko-Jump to move Bolt to passages and entrances found in high places.



Push & Pull/Lift

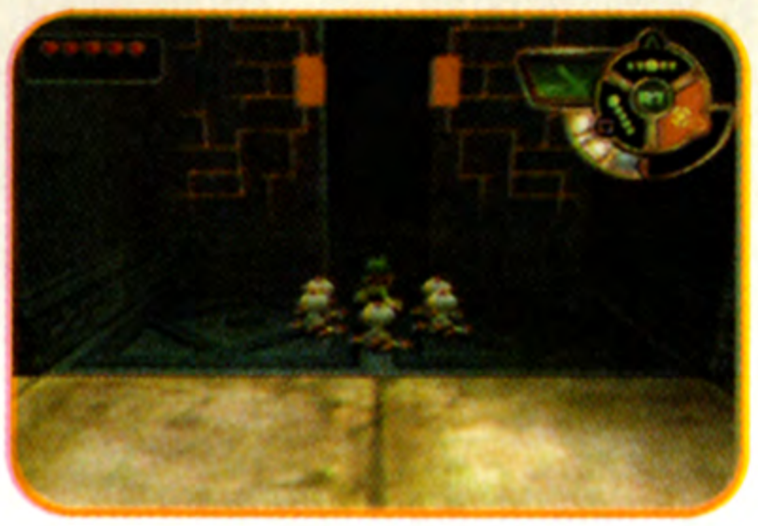
Approach certain objects, press the L1 button and move the left analog stick

Inside ruins there are obstacles and traps that can be pushed, pulled, and lifted by pressing the L1 button next to them.



Others

You can open doors, use elevators and handle other equipment by pressing the L1 button. If an Input Guide appears on the screen try pressing the L1 button.



OverDrive

Acquiring Prehistoric microchips known as Super Chips inside ruins will let the Tokobots use new transformation abilities called OverDrives.

Battle Type

R2 button

An OverDrive used to attack. Pressing the R2 button will activate the OverDrive that is currently equipped (P. 20). However, Battle Type OverDrives require Energy when they are used.
Battle Type OverDrives can be powered up. (P. 23: "Analysis Room" under "Laboratory")

Energy

The Energy required for using OverDrives is mainly acquired by inflicting damage on enemies as well as defeating them.

(OverDrive Gauge) Energy Gauge, Energy Stock

A single Stock will be added once the Gauge is filled.
One Stock will allow you to use an OverDrive one time.

* **You will be able to hold as many as 3 Stocks as the game progresses.**

Assist Type

Primarily used for exploring ruins. They can only be used on top of mysterious Energy Plates where Energy gathers.

Plates

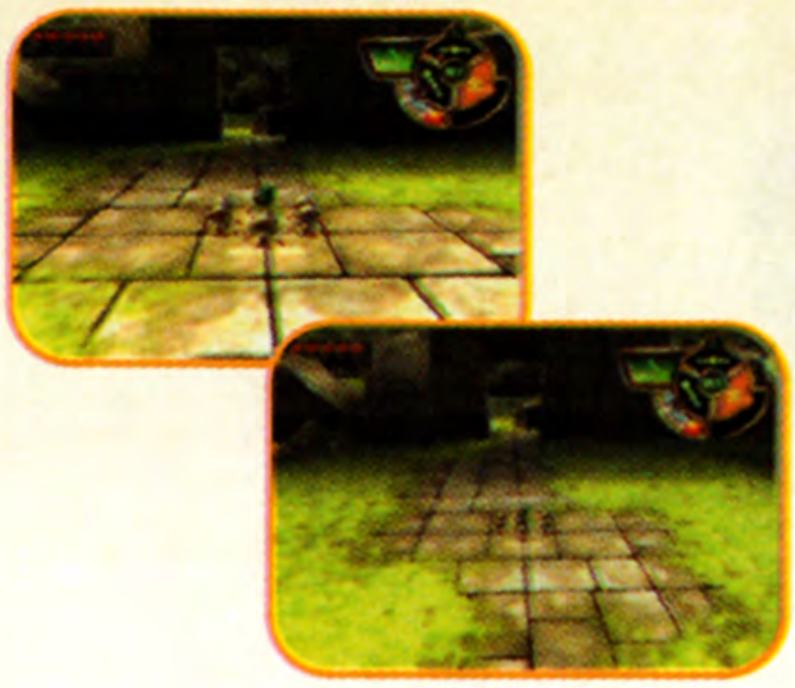
Mysterious Plates found on the ground. Checking them will allow you to use an OverDrive on top of them. They are hidden in all kinds of places so be sure to Check them should you find one.

Endurance

Assist Types are limited by Endurance. Should Endurance drop to 0 when using one, the OverDrive will Disassemble. There are several different factors that will lower Endurance. The main ones are as follows.

- Time
- Number of times controlled
- Taking damage

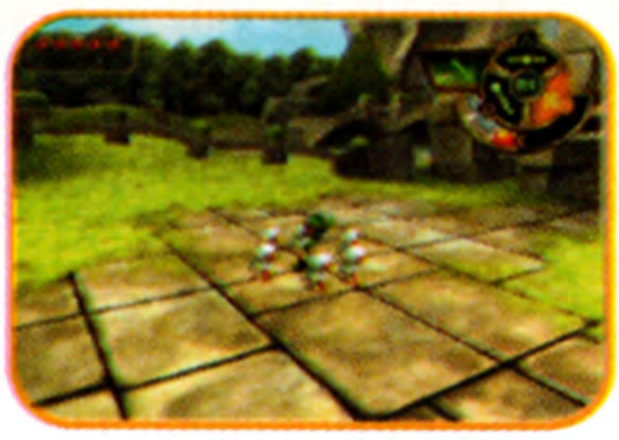
Camera Controls



Near/Far Change

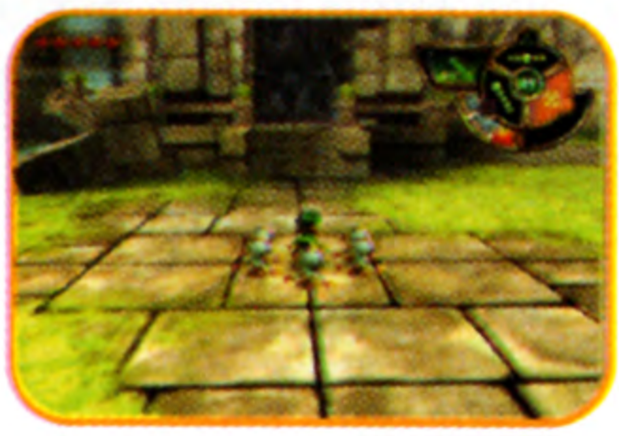
R3 button

Pressing the R3 button will change the Camera's distance.



Turning

Right analog stick/ L2 button



Pressing the right analog stick left and right will cause the camera to turn left and right around the player. Pressing the L2 button will make the camera quickly center itself directly behind the player.

First-Person

Hold down the button L2 + right analog stick

Holding down the L2 button will change the camera to a first-person perspective. The camera can be controlled in this state using the right analog stick.

* Some areas will not allow you to control the camera.

Items

During the game you will be able to acquire a number of different items. Some items can be found on the map, while others can be found by defeating enemies or breaking pots and boxes.

Here are some of the items you will come across.

Recovery Items

Allows you to recover the player's HP.

Life Bottle

Allows you to raise the player's maximum HP.

Energy

The energy required when using OverDrives.

Parts/Treasure

Can be exchanged for prizes in the Analysis Room.

* For details please see "Analysis Room" (P. 23).

Menu

Press the START button during the game to open the Menu.

OverDrive

Allows you to change the equipped Battle Type OverDrive.

Super Chip

Lets you see the state of newly Installed abilities. Also lets you view an explanation of all the actions and OverDrives.

* The Tokobots' abilities can be gained during the course of the game by acquiring Stone Slates known as Super Chips.

Collected Items

Lets you see the important items you have found during the game.

Options

Lets you change all the game's different settings.

* For details please see "Options" (P. 24).

Return to Main Menu

Quit the game and return to the title screen.

* Once you have returned to the title screen, you will only be able to resume the game from your last saved data.

Saving and Quitting

Mission Failed

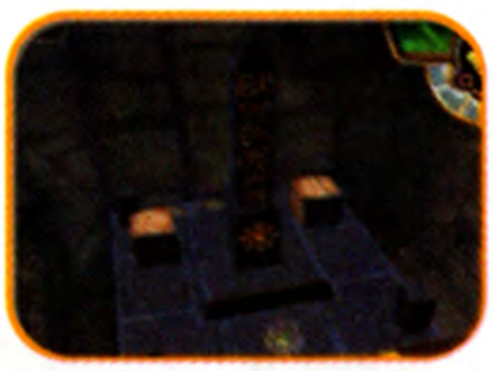
Should the player's HP run out during the game, you will fail the mission and lose your entire adventure record made from the last time you saved. Be sure to save your game whenever you find a Save Point.

Save

Save the current game data onto a memory card (8MB) (for PlayStation®2). You can create up to five different save data slots.

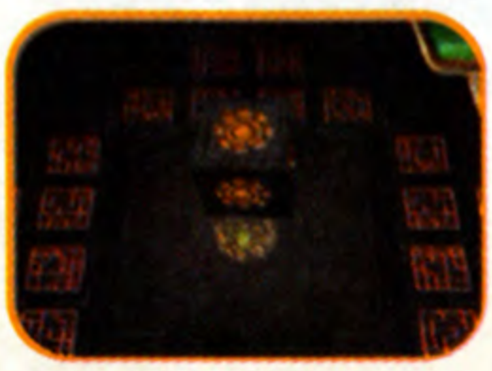
* Saving requires –110 KB of empty space.

Save and load can be performed in the following 3 places.



Save Points (Outdoors)

Save Points found outside ruins.



Save Points (Indoors)

Save Points found inside ruins.

Canewood's Lab

You can save at the Research Record found inside the laboratory.

Load

Loads game data found on a memory card (8MB) (for PlayStation®2). Please choose "LOAD GAME" on the title screen to load.

Laboratory

Canewood's Lab acts as home to Bolt and Ruby. You will receive all your instructions from there. This place also collects necessary information for ruin investigations, so be sure to read up on where you're going before setting off.

Headquarters

Here you can speak with Ruby and everyone else at Canewood's Lab. You can also check which location you need to explore next, as well as gain tips to help you through the game.

Deployment Hatch

Leave for ruin investigations from here.

Analysis Room

Purchase items that will help you in your adventure and exchange Parts found in ruins for prizes. You can also power up your OverDrives here.

Research Record

Save, load and change all the settings here.
Also lets you quit the game and return to the title screen.

Sources

Lets you view research information. "Bonuses" found during the game will be added to the Gallery.

Storage House

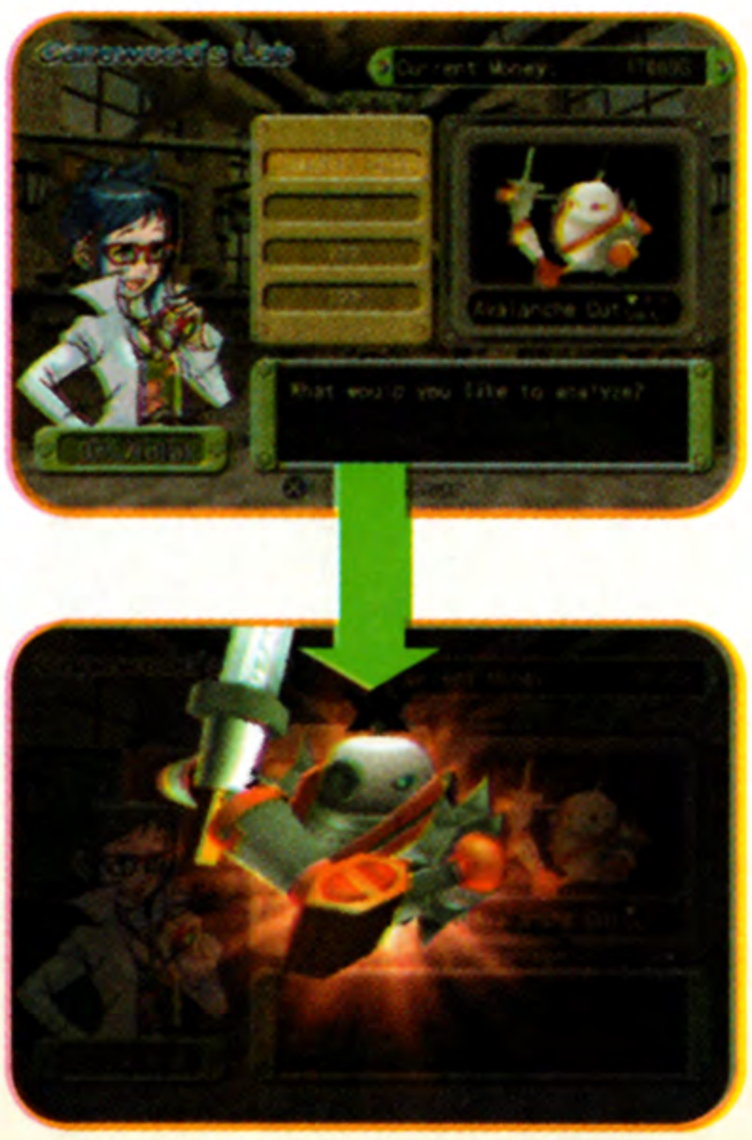
Lets you view in-game information (Super Chips, collected items).

Analysis Room

**The Analysis Room is home to Dr. Viola.
You can do the following three things here.**

Parts Exchange

Exchange Parts found during your adventure for prizes. The rarer the Parts, the more expensive the prize.



OverDrive Power Up

You can ask Dr. Viola to power up a Battle Type OverDrive. Powering up will require a research fee (reward).

Item Shop

Allows you to buy various items that will help you on your adventure. The kind of items you can buy will increase as you progress in your adventure.

Options

Button Configurations

Change the functions assigned to the ○, △, □, R1, R2, R3, L1, and L2 buttons.

Sound Settings

**Adjust the volume or BGM and SE.
Also set the output method to either Stereo, Mono, or Pro Logic II.**

Vibration Settings

Set the vibration function on the analog controller to either ON or OFF.

This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable Dolby Pro Logic II in the audio options menu of the game.

Playing Tips

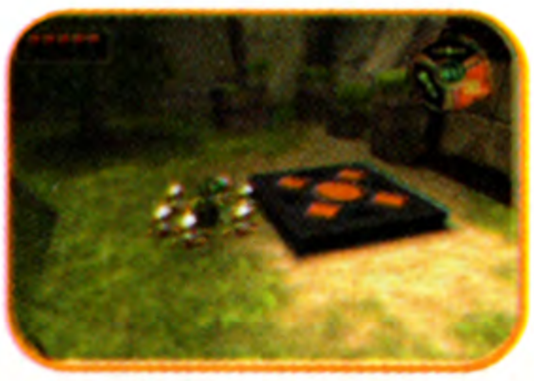
Basics

Jointing

Jointing can not be performed unless you hold down the R1 button and Joint.
You can also change your formation even while you are Jointed simply by pressing the button assigned to the new formation.

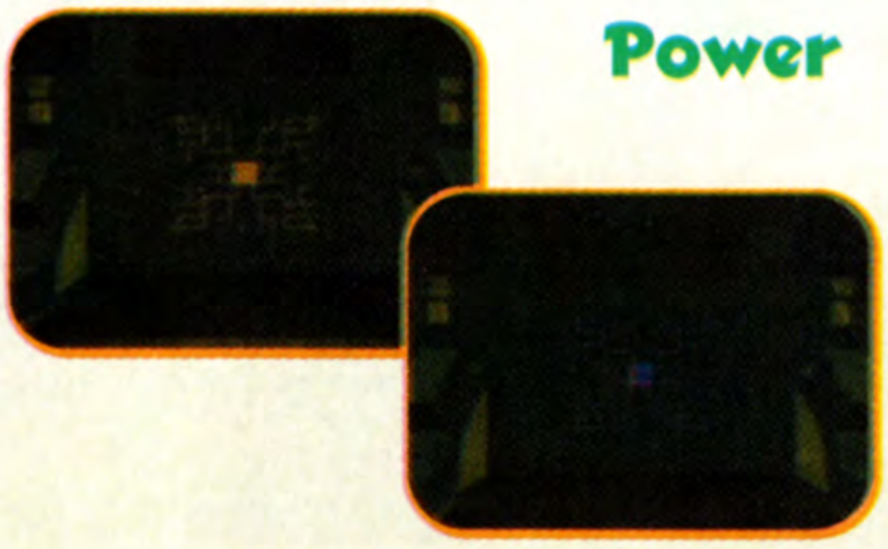
Magnets

Strange looking stones known as Magnets can be seen inside stages. Using a Toko-Attack on these stones will allow you to make bridges and ladders.



Switches

Pressing Switches found in stages will activate equipment. Switches are found on walls as well as floors, so use Jointing Actions to press them.



Power

Magnets, Switches, elevators, doors, and other equipment found inside ruins will not activate unless they have Power. You can see whether or not every device has Power by the color of the device.

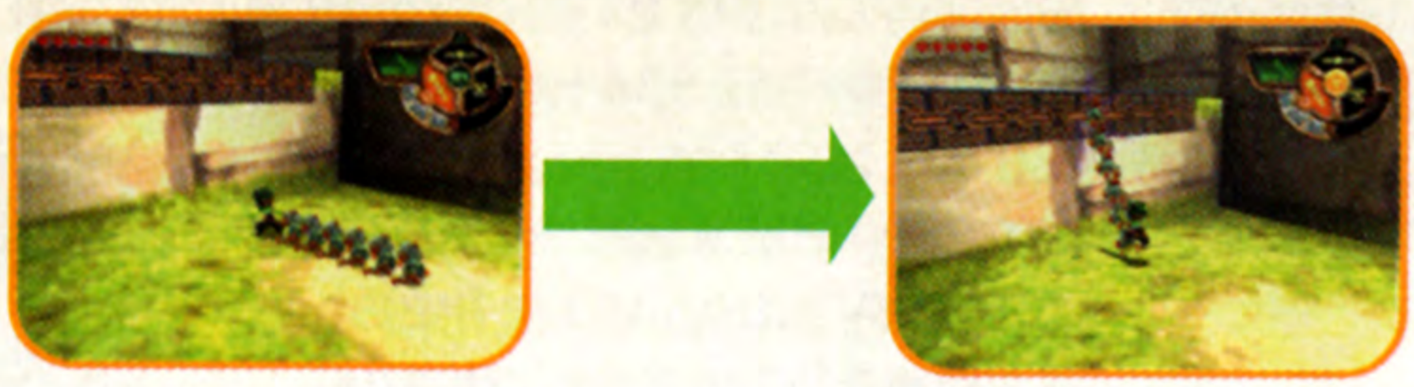
Gears

You can spin gears found on the ground by hitting them with a Toko-Screw. Rev up and hit them hard.

Advanced

Strategy

Place bridges and ladders on Magnets.



Magnets in high places

Should you find a Magnet in a high place, try Jumping and using a Toko-Attack.

Toko-Swing

If you possess the Toko-Swing ability you can grab on to Magnets floating in midair and hang from them.

When hanging and swinging, use good timing to repeatedly let go of and press the ▢ button to grab onto the next Magnet.

Cliff Edges

If you are jointed with the Tokobots you will never fall off a cliff edge. When Jumping to a far location that is just barely within your range, try Jumping after getting as close to the edge as possible while Jointed.

Battle Strategy

By closely observing enemies' appearance and movements you will be able to find their weak points. Use their weak points well to attack the enemy with minimum damage to yourself.

An example of finding a weak point from appearance

The following two enemies at first appear to be the same type, but...

A Toko-Screw to the thorn-less sides looks to be effective.

A Toko-Attack or Toko-Stomp to the thorn-less top looks to be effective.

Using OverDrives Effectively

You can use a Battle Type OverDrive to add a follow-up attack to an enemy that has already been dizzied by being hit with a Jointing Action.

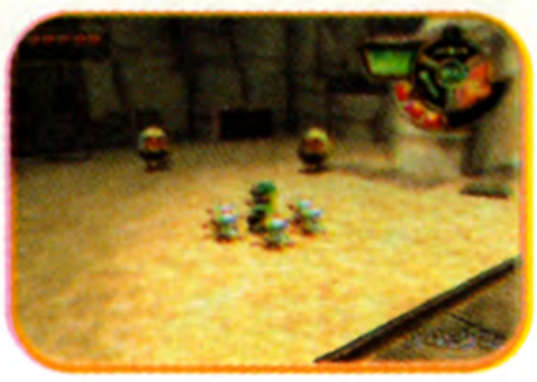
Use this technique to afflict lots of damage on tough enemies.

Find The Lost Treasures!

Hidden throughout the ruins, there are "secret entrances" that lead to where the treasures lay. Make sure to check each stage thoroughly and try to break any suspicious-looking areas, because you may just uncover one of these entrances...

Original Time Attack Mode

Clearing a stage (chapter) once will make a new mode called Original Time Attack Mode appear. Original Time Attack Mode is a time attack mode with new original elements added.



Original Time Attack Mode will be added to the laboratory's Deployment Hatch and can be enjoyed from there.

You can receive a rank based on the Grades you receive during the mode, which you can then use to receive a prize.
*** You will not be able to receive a prize should you get a rank lower then the ones you got previously. You can also receive a number of "bonuses" depending on the Grades you receive during the mode. These bonuses can be viewed in the laboratory's Sources.**

We hope you will challenge this mode and aim for the top SS rank.

Characters

Bolt

A youth who admires Treasure Masters. Though his father is a legendary Treasure Master he was always off traveling the world, so Bolt never got to spend much time with him. In order to find his father, Bolt sets out to become a Treasure Master and explores the ruins with the Tokobots.
His navigator, Ruby, is his childhood friend.

The Tokobots

A mysterious group ofrobots found in the ruins from the Prehistoric Era. These quirky robots help Bolt out in his adventures through various feats such as connecting together to form ladders and defeating enemies.
Bolt came up with the term "Tokobot" on his own based on the cute and small appearance of the robots.

Mr. Canewood

A minister of the kingdom and the one who brought Bolt and the Tokobots together. He established Canewood's Lab in order to research the ancient Prehistoric civilization hidden in the ruins.
While he is very knowledgeable, he is slightly absentminded and it is hard to tell just how serious he is about his work.

Ruby

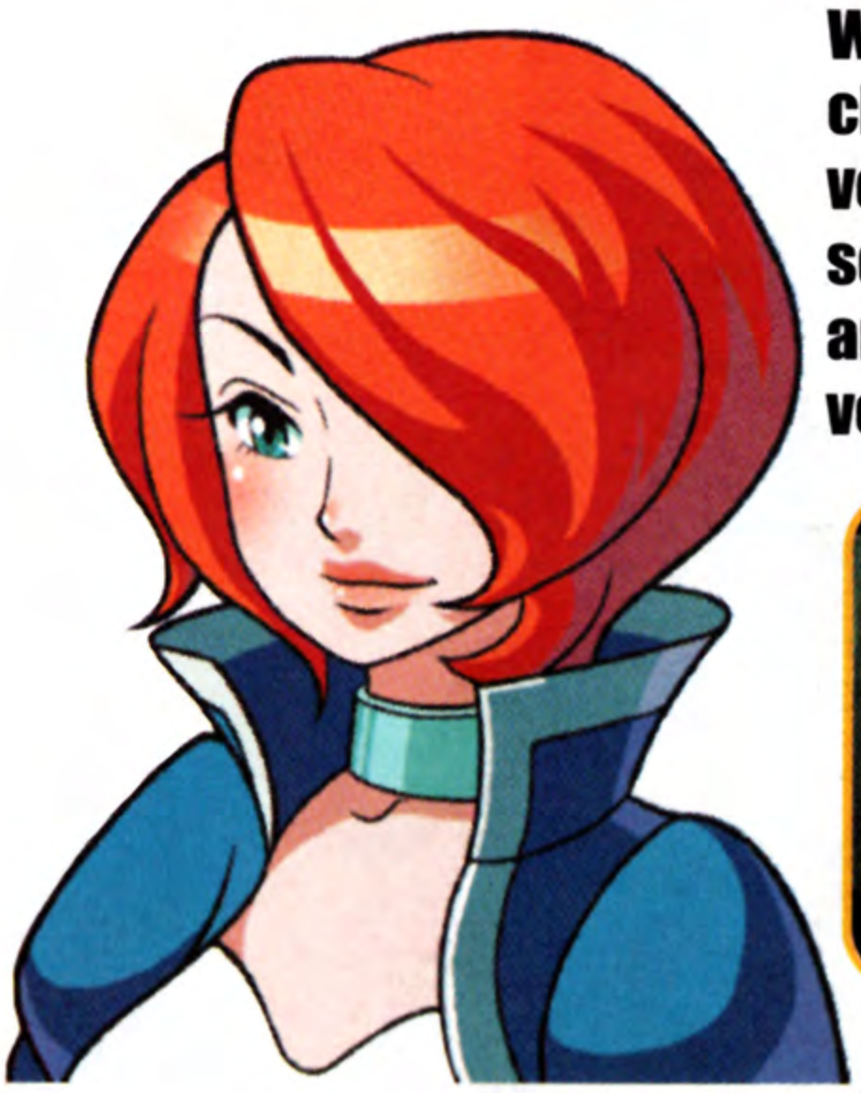
The communications operator for Canewood's Lab. She gives directions and advice to Bolt over the transceiver. Though she may be a bit spacey, she is recognized throughout the Lab for her ability to spot a dangerous situation in advance.
She is Bolt's hard-working and strong-willed partner in this adventure.

Dr. Viola

The lady scientist who serves as chief of the Analysis Room and performs all the powering up and maintenance of the Tokobots. She is also the one who appraises the treasures Bolt brings back from the ruins and exchanges them for rewards.
Her eyes light up whenever she sees a piece of Prehistoric technology.

Fuel

The intimidating instructor who gives advice to Bolt during his investigation of the ruins.
While he normally serves in a high position as a commander in the army, he has been hired by Canewood's Lab to train beginner Treasure Masters.
He is very knowledgeable about Prehistoric history.

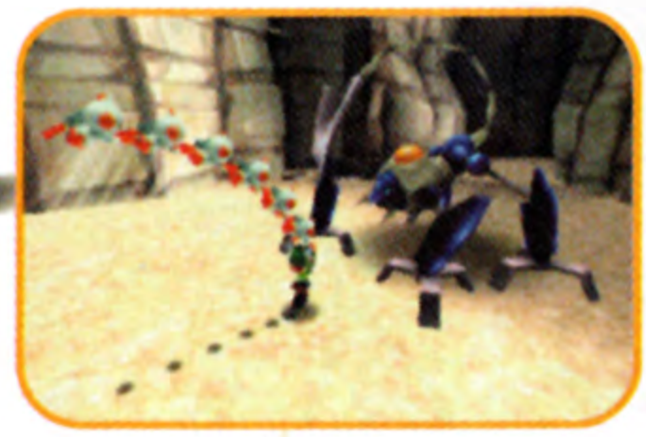


Flames

While she may give the impression of being a classy lady at first glance, she actually has a very emotionally unstable and hysteric personality. Flames is a skilled robot operator and is trusted by her boss. However, she is a very unlucky individual, which causes him to worry about mechanical breakdowns.

Bart

A man from the mysterious O-EDO kingdom. While he seems to have held a fairly high post back in his homeland, he is now working as



Taji

A youth who is inexplicably hostile to Bolt and continually challenges him to battles. Like Bolt he is able to control the robots of the Prehistoric era.
While it seems he knows some of the secrets of the Tokobots, his ultimate purpose is shrouded in mystery.

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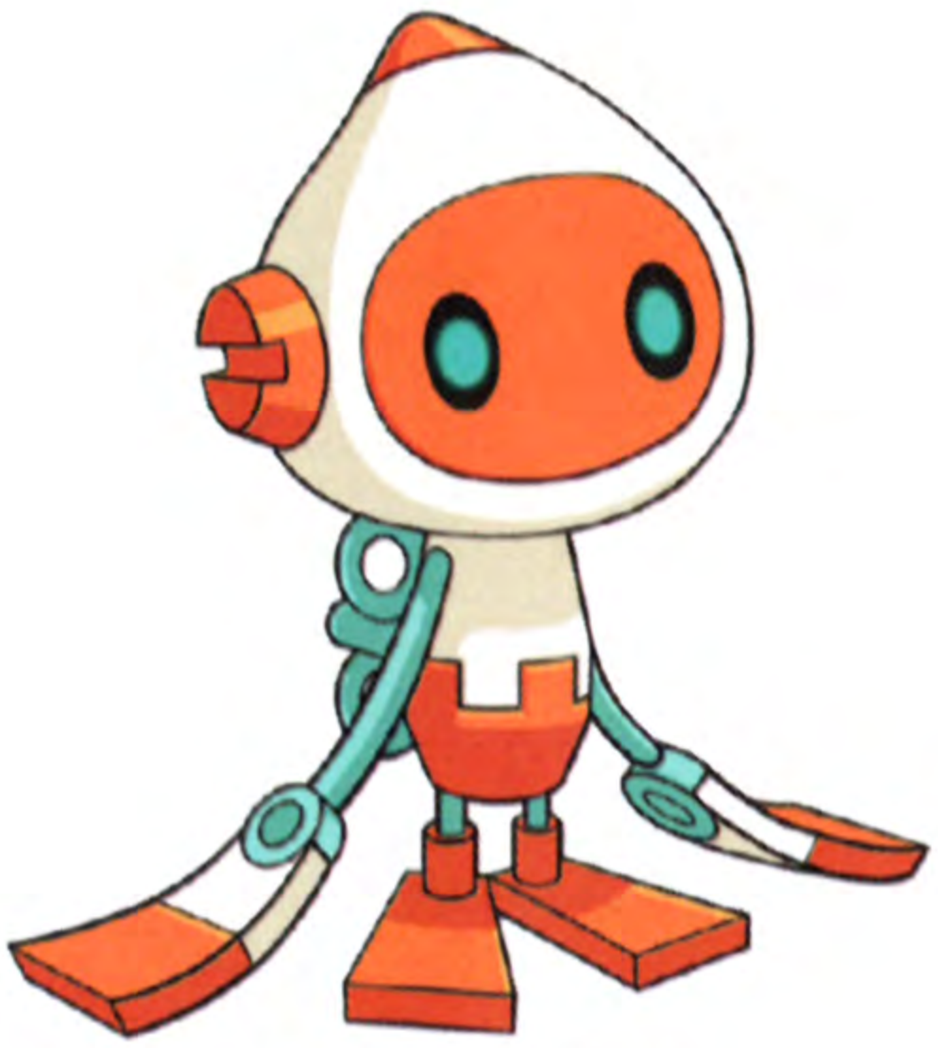

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